Date: May 28, 2018  
To: Mr. Peck  
From: Jeff Liu  
  
Subject: “Lawn Mower Simulator” Project Reflection  
  
I spearheaded the design process of the project, primarily the MowerGame class, and worked on management and miscellaneous tasks like version control and technical setup. I initially championed a more object-oriented approach, much like using Actors in Gridworld to populate a self-made gridworld made from scratch, but as we did not intend to expand upon the project specification after we submitted it as schoolwork, we decided on a lighter version without the classic object-oriented structure, where we used arrays of characters to store information instead. I made major work on the first version of it and creating listeners for moving, and then moved on to tackle version control. GitHub completely dumped on us several times, and I sunk many hours into research to try to recover the repo multiple times before giving up in exasperation.

I finished the project repolishing up all the documentation and making small bug fixes and changes to the code as well, and doing much of the comment work.

I knew before that using GitHub Desktop was risky at times, and felt it incredibly hard this project. Errors caused by my groupmates using GitHub Desktop only as they were averse to command line git consumed many of my hours and much of my sanity and motivation on the project. I tend to be pretty systems-based and dislike working in suboptimal environments, and it hurt my potential to go above and beyond in this project.

As for what I learned tactically, I gained some interesting experience with java GUI, and that was interesting. I always wondered how keyboard input worked, and now I know how keylisteners make that happen.

I worked hard and well for the most part. My performance was important to the success of the group, and I happily state that I could say that for all of the other members as well; we had pretty clear responsibilities and could not have done the project without one another’s contributions. I had the privilege of working with friends whom I understood well also, and that helped all of us work to each other’s preferences, strengths, and weaknesses. All of us sufficiently challenged ourselves with the concept of making from scratch an entire GUI structure to work off of. Even though the actual project is in a way slightly bare-bones, we all put in considerable effort under reasonable challenge and had the skills to create a good project in the end. In addition, our project has good humor associated with it. I was mostly good at problem solving and made extensive use of the resources I had, except when I was fatigued from multiple areas and could not solve the problems with github with the use of github desktop on my group mates’ computers.

Overall, I think I delivered A-quality work in this project. My teamwork, project management, and programming work together reflect the smart and hard work I have put in effectively.